

# MOKE'S WITCH CLASS



**HOME BREW**

Craft Idols and Summon Spirit Familiars





# THE WITCH CLASS

An old woman with a massive nose wart brews together a blend for a traveling adventurer who came to her in a time of need. The woman says the brew will cure his sickness but for a price. Luckily, the ailment does not affect cats, and the woman now has a new cat familiar.

A goblin wanders towards a nearby caravan and begins blasting lightning from her fingers, cackling manically as people die; she poisons the cargo as to kill future raiders, granting her more souls to use for her misdeeds.

An abomination of a creature appears from the cliff-side, a house standing atop chicken legs as it plants itself in a nearby hamlet. The woman inside offers the hamlet riches, and over time, the hamlet slowly becomes a city, yet, every now and again, a person wanders into the legendary house and never returns.

Witches are known for their practices in the dark arts and strange magics. Magic that abuses the evil side of the laws of nature yet not quite edging into creating pacts with entities; not quite Druid, not quite Warlock, yet somewhere in between. They use their dark magic to study and harness the darkest parts of the world for any number of purposes such as to satisfy a lust for power or a want to protect their homes and the life they've built for themselves.

## CREATING A WITCH

To quickly create a Witch, make Charisma your highest score, followed by Constitution. Next, select the Hermit background.

## CLASS FEATURES

As a Witch, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per Witch level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Witch level after 1st

### PROFICIENCIES

**Armor:** Light Armor, Shields

**Weapons:** Simple Weapons

**Tools:** Alchemist's Supplies, Herbalism Kit

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Deception, Intimidation, Persuasion, Religion, Nature, Medicine, Animal Handling

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) A quarterstaff or (b) A light crossbow and 20 bolts.
- (a) An explorer's pack or (b) a priest's pack
- Leather armor, and a dagger
- (a) Alchemist's supplies or (b) a herbalism kit

### MULTICLASS

To multiclass into the Witch, you need to have at least a 13 in Charisma.

## IDOLS

Starting at 1st level, you begin to create ritualistic tools of magic known as idols. Idols are objects that you carry on your person that you can use to cast certain spells and can be awoken with enough magical power. Select two idols from the list detailed later in this class. You learn to make new idols as you level up as shown in the *Idols* column of the Witch class table.

Idols can be used as a spellcasting focuses for your spells.

When an idol is broken or you lose it, you may no longer benefit from that idol's abilities and you may not cast any spells from that idol again. You may craft another by spending 25GP worth of materials such as blood, straw, needles, or precious gem stones, and performing an hour long ritual to imbue the idol with magical properties.

### IDOL LEVEL

Your idol's level determines how powerful the spells cast from it are and how powerful it's abilities are. The idol level is shown in the *Max Idol Level* column of the Witch class table.

### IDOL PASSIVES AND ACTIVES

Each idol has a passive and active and each idol is different in how it uses it's benefits. Whenever you use an idol's active ability, you drain the idol's magic, causing it's active abilities to be unusable until you finish a long rest. You may still use an idol's spells and passive ability after using it's active ability.

### IDOL SPELLCASTING ABILITY / SPELL SLOTS

Charisma is your Spellcasting Ability for your Idol Spells and any other features presented in this class whenever a spell or feature refers to your Spellcasting Ability or Spell Save DC. You must expend a spell slot to cast a spell from one of your idols. You regain all of your spell slots when you finish a short or long rest.

**Spell Save DC** = 8 + your proficiency bonus +  
your Charisma modifier

**Spell attack modifier** = your proficiency bonus +  
your Charisma modifier

Additionally, when you level up, you may replace one idol you currently have with a different idol you do not currently have.

## DARK KNOWLEDGE

Starting at 1st level, your practices in the dark natural arts have provided you with insight on how to command it's darker natures. Select one of the following skills, *Arcana*, *History*, *Nature*, *Religion*, or *Medicine*.

You become proficient in that skill and you may use your Charisma modifier in place of the skill's normal modifier.

## SPIRITUAL RECOVERY

You've learned to gain some control over the spiritual magics that reside inside your idols. Starting at 2nd level, when you take a short rest, you may select one of your idols that has used it's active ability and recover the magical properties within. The idol may use it's active ability again. You must finish a long rest before using this feature again.



## THE WITCH

Level	Proficiency Bonus	Features	Idols	Spirits	Max Idol Level	Spell Slots
1st	+2	Idols, Dark Knowledge	2	—	1st	1
2nd	+2	Spirits, Spiritual Recovery	2	1	1st	2
3rd	+2	Coven, Dark Consultation	3	1	2nd	2
4th	+2	Ability Score Improvement	3	1	2nd	2
5th	+3	—	3	2	3rd	2
6th	+3	Coven Feature	3	2	3rd	2
7th	+3	—	3	2	4th	2
8th	+3	Ability Score Improvement	3	2	4th	2
9th	+4	Spiritual Loyalty	3	3	5th	2
10th	+4	Coven Feature	3	3	5th	2
11th	+4	Spiritual Arcanum (6th Level), Effigy	3	3	5th	3
12th	+4	Ability Score Improvement	3	3	5th	3
13th	+5	Spiritual Arcanum (7th Level)	3	3	5th	3
14th	+5	Coven Feature	3	3	5th	3
15th	+5	Spiritual Arcanum (8th Level), Effigy (2)	3	4	5th	3
16th	+5	Ability Score Improvement	3	4	5th	3
17th	+6	Spiritual Arcanum (9th Level)	4	4	5th	4
18th	+6	Effigy (3)	4	4	5th	4
19th	+6	Ability Score Improvement	4	4	5th	4
20th	+6	Unbreakable Idol	4	4	5th	4

## SPIRITS

Starting at 2nd level, you learn to summon and command otherworldly creatures known as spirits. Choose one spirit from the list detailed at the end of this class. You learn to summon new spirits as you level.

### SUMMONING SPIRITS

You may summon a spirit in a space you can see within 60ft as a bonus action. You may only have one spirit summoned at a time. As a bonus action, you may call a spirit back to it's realm and summon a new one in a space you can see within 60ft. Additionally, you may command a spirit to move an amount of feet equal to it's movement speed as a bonus action.

### SPIRIT BINDING

When a spirit enters a creature's space or a creature enters the spirit's space, the spirit "binds" to them, visibly floating above the creature's head. While bound to a creature, the spirit continues to reside in that creature's space until the Witch forces the spirit to unbind by moving it or until the bound creature becomes incapacitated. When the spirit is forced out, the creature it was bound to chooses a space within 5ft for it to reside.

An unwilling creature that enters the same space as a spirit must succeed a Wisdom saving throw against the Witch's Spell Save DC or become bound to the spirit. The creature may reattempt this save at the end of each of it's turns. A willing creature that is hostile to the Witch cannot bind itself to a spirit. While a spirit is bound to a creature, the spirit is immune to area of effect features and spells such as the *Fireball* spell but can still be directly targeted for spells and attacks.

### SPIRIT INFORMATION

When a spirit binds to a creature, their size category changes to be able to fit in the same space as the bound creature. A spirit uses your proficiency bonus when making skill checks or saving throws. When a spirit's hit points reach 0, it retreats back to the realm it was summoned from and cannot be resummoned until you finish a long rest. Lastly, when you level, you may choose to unlearn how to summon one of your spirits and replace it with another.

*A Witch may choose to flavor their idols and spirits for the purposes of roleplay, for example, having the Fire Idol be flavored as a torch of sorts.*



## COVEN

Starting at 3rd level, you partake in a coven, a grouping of witches all practicing to become masters of the dark arts.

Your choice in coven grants you features at 3rd level, and again at 6th, 10th, and 14th levels.

## DARK CONSULTATION

Starting at 3rd level, you may consult with the spirits for knowledge, allowing you to add double your proficiency bonus to the skill you selected as part of your *Dark Knowledge* feature. Additionally, when you take a short or long rest, you may choose to no longer be proficient in the skill you've chosen as part of your *Dark Knowledge* feature and instead select a different available skill to become proficient in.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## SPIRITUAL LOYALTY

When you reach 9th level, you've garnered much respect among the supernatural forces of the world. Spirits you summon have advantage on saving throws against being charmed or frightened and are immune to being charmed or frightened by creatures of the same type as them.

## EFFIGY

Starting at 11th level, you gain a special feature or object known as an effigy, which are detailed at the end of this class. You may choose another when you reach 15th level, and again at 18th level.

## SPIRITUAL ARCANUM

Starting at 11th level, you learn one 6th level spell from the Witch spell list and can cast it once per long rest.

At higher levels, you learn an additional spell you can cast this way; one 7th level spell at 13th level, one 8th level spell at 15th level, and one 9th level spell at 17th level.

## UNBREAKABLE IDOL

Starting at 20th level, you may perform a minute long ritual to recharge each of your idols, allowing you to regain each of your idols actives.

Once you use this feature, you cannot use it again until you finish a long rest.

## IDOLS

You may select from the following list of idols.

### INSECT IDOL

*This Idol gives the Witch the power to control bugs and can take on the appearance of a taxidermy bug or a staff with a hive at the end of it.*

#### INSECT IDOL SPELLS

Level	Spells
Cantrip	Infestation
1st	Bane
2nd	Web
3rd	Stinking Cloud
4th	Giant Insect
5th	Insect Plague

#### PASSIVE

A spirit that binds to a hostile creature loses it's resistances to poison damage, immunity to poison damage instead becomes resistance to poison damage, and the creature is no longer immune to the poisoned condition so long as the spirit is bound to them.

Additionally, this also occurs when a creature takes poison damage from one of your spells or spirit's attacks, but only until the end of that creatures turn when done this way.

#### ACTIVE

As an action, you may target a number of creatures within 60ft of you equal to your Max Idol Level + 2. Each of those creatures become targets for the *Infestation* cantrip. You add your Charisma modifier to damage rolls made when casting the *Infestation* cantrip this way.

### HEALING IDOL

*This Idol gives the Witch the power to heal and revive and can take on the appearance of a quartz crystal or a sprig of herbs.*

#### HEALING IDOL SPELLS

Level	Spells
Cantrip	Spare the Dying
1st	Healing Word
2nd	Lesser Restoration
3rd	Revivify
4th	Aura of Life
5th	Greater Restoration

#### PASSIVE

Restoring another creature's hit points causes your Spell Save DC to increase by an amount equal to half your Max Idol Level (rounded down) until the end of your next turn.



## ACTIVE

As an action, target a creature within 5ft of you or that is bound to your spirit, that creature's hit points are restored by 1d6. This healing increases by an additional 1d6 for each Idol level beyond the 1st.

## DARKNESS IDOL

*This Idol gives the Witch the power to control shadows and the darkness and can take on the appearance of an eyeball or a piece of coal.*

### DARKNESS IDOL SPELLS

Level	Spells
Cantrip	Toll the Dead
1st	Arms of Hadar
2nd	Darkness
3rd	Hunger of Hadar
4th	Shadow of Moil
5th	Hallow

## PASSIVE

You and a spirit you currently have summoned gain 60ft of Darkvision or 120ft if you already have it.

## ACTIVE

As a bonus action, you may cause yourself to see through magical darkness an amount of time equal to 1 x (your Max Idol Level) hours.

## MIND IDOL

*This Idol gives the Witch the power to control minds and can take on the appearance of a bundle of brain meat or a set of puppet strings.*

### MIND IDOL SPELLS

Level	Spells
Cantrip	Friends
1st	Charm Person
2nd	Detect Thoughts
3rd	Fear
4th	Confusion
5th	Geas

## PASSIVE

You and the creature bound to a spirit you have summoned add a bonus to saving throws against being charmed or frightened an amount equal to your Max Idol Level.

## ACTIVE

You may target a humanoid creature you can see within 60ft of you, that creature must succeed a Wisdom saving throw or become possessed by you. You fall unconscious while doing this, controlling the target creature's body and using the creature's senses, taking it's turn on it's initiative. The possessed creature may repeat this saving throw at the end of

each of their turns if the creature is in combat. Otherwise, the possession lasts for 1 minute if your Max Idol Level is 1, 10 minutes if your Max Idol Level is 2, 1 hour if your Max Idol Level is 3, 8 hours if your Max Idol Level is 4, or a day if your Max Idol Level is 5, or until you willingly end the possession, at which point your mind returns to your unconscious body.

## EARTH IDOL

*This Idol gives the Witch the power to control rock and dirt, it can take on the appearance of a course gem or a bundle of stones in a net.*

### EARTH IDOL SPELLS

Level	Spells
Cantrip	Mold Earth, Magic Stone
1st	Earth Tremor
2nd	Maximilian's Earthen Grasp
3rd	Erupting Earth
4th	Stone Shape
5th	Wall of Stone

## PASSIVE

You and a spirit you have summoned's ACs increase a number equal to half your Max Idol Level (rounded up). If a spirit you have summoned is bound to an allied creature, that allied creature gains the AC increase instead of the spirit.

## ACTIVE

As an action, you may target a number of creatures equal to your Max Idol Level, they gain temporary hit points equal to 5 x your Max Idol Level.

## WATER IDOL

*This Idol gives the Witch the power to control water and can take on the appearance of a shell or a dead fish.*

### WATER IDOL SPELLS

Level	Spells
Cantrip	Shape Water
1st	Create or Destroy Water
2nd	Misty Step
3rd	Tidal Wave
4th	Watery Sphere
5th	Maelstrom

## PASSIVE

When you cast the *Shape Water* cantrip, you may choose to create a whip of water and perform a melee spell attack with a range of 10ft.

On a hit, the target creature takes 1d10 bludgeoning damage and must succeed a Dexterity saving throw or be knocked prone or pulled 5ft closer to you (your choice). Lastly, spirits you have summoned may cast the *Shape Water* cantrip this way using your Spellcasting Modifier.

This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).



## ACTIVE

As an action, you and a number of creatures equal to your Max Idol Level gain the ability to breathe underwater for 1 hour.

## AIR IDOL

*This Idol gives the Witch the power to control air and can take on the appearance of a fan or bird's feather.*

### AIR IDOL SPELLS

Level	Spells
Cantrip	Gust
1st	Fog Cloud
2nd	Gust of Wind
3rd	Wind Wall
4th	Storm Sphere
5th	Control Winds

## PASSIVE

When you cast the *Gust* cantrip, it gains the following benefits

- The cantrip can affect large or smaller creatures and pushes them an additional 5ft x your Max Idol Level.
- The cantrip can move objects up to an additional 5 x your Max Idol Level pounds.

## ACTIVE

As an action, you and a number of target creatures equal to your Max Idol Level you can see within 60ft gain an additional 5ft x your Max Idol Level movement speed.

## FIRE IDOL

*This Idol gives the Witch the power to control fire and can take on the appearance of a bundle of flint or charred wood.*

### FIRE IDOL SPELLS

Level	Spells
Cantrip	Produce Flame, Control Flame
1st	Burning Hands
2nd	Flaming Sphere
3rd	Fireball
4th	Wall of Fire
5th	Immolation

## PASSIVE

You may choose for fire spells you cast to not cause nearby flammable objects to catch fire.

## ACTIVE

As an action, you and an allied creature bound to a spirit become coated in fire for 1 hour. While coated in fire, a creature may choose for their melee attacks to deal fire damage and may use their reaction when hit by a melee attack to deal 3 x your Max Idol Level fire damage to the creature that hit them.

## NATURE IDOL

*This Idol gives the Witch the power to control nature and can take on the appearance of a bundle of a flower or a bramble of thorns.*

### NATURE IDOL SPELLS

Level	Spells
Cantrip	Thorn Whip
1st	Entangle
2nd	Locate Animals or Plants
3rd	Plant Growth
4th	Guardian of Nature
5th	Wrath of Nature

## PASSIVE

At the start of each of your turns, you may cause a target creature that has taken damage sometime before your turn began within 60ft of you to gain temporary hit points equal to 2 x your Max Idol Level.

## ACTIVE

Target a number of creature within 60ft of you equal to your Max Idol Level, those creature must succeed a Strength Saving Throw or become restrained for 1 minute as vines wrap around them. A creature may use their action on each of their turns to repeat this saving throw.

## LIGHT IDOL

*This Idol gives the Witch the power to control light and can take on the appearance of a candle or a lantern of lightning bugs.*

### LIGHT IDOL SPELLS

Level	Spells
Cantrip	Light
1st	Faerie Fire
2nd	Moonbeam
3rd	Daylight
4th	Wall of Fire
5th	Dawn

## PASSIVE

You and a creature bound to a spirit you have summoned may use their bonus action to become affected by the *Light* spell.

Additionally, an action, you may target a creature within 60ft to shine a light in their face. That creature must succeed a Constitution saving throw against your Spell Save DC or take 1d4 radiant damage and become blinded until the end of your next turn. This damage increases by an additional 1d4 for each Idol level beyond the 1st.

## ACTIVE

As an action, you create a beam of light in a 10ft radius centered on a spot you can see within 120ft. Each creature in that radius must succeed a Dexterity saving throw or take



2d10 radiant damage and become blinded until the end of your next turn or half as much on a successful save. This damage increases by an additional 1d10 for each Max Idol Level beyond the 1st.

## SPIRITS

You may select from the following list of Spirits.

### WITCHLIGHT

*The witchlight is a floating construct that produces light*

*Tiny construct, unaligned*

**Armor Class** 8 + your Max Idol Level

**Hit Points** 4 + your Max Idol Level

**Speed** fly (float) 20ft.

**Skills** +3 Perception

**Damage Resistances** Radiant

**Senses** Darkvision 60ft.

**Guide.** As a bonus action, the Witch or the creature the witchlight is bound to can command it to produce 20ft of bright light of a color of the user's choice and dim light for an additional 20ft.

### Actions

**Light Ray.** As a bonus action, the Witch or the creature bound to the Witchlight can command it to fire a ray of light at a creature within 120ft of the Witchlight. The Witch rolls a ranged spell attack for the Witchlight. On a hit, the target creature takes 1d6 radiant damage. This ray deals an additional 1d6 radiant damage to incorporeal undead such as ghosts.

### SOUL

*The Soul is an unintelligent, incorporeal remnant of a dead creature's life essence.*

*Tiny Undead, Unaligned*

**Armor Class** 7 + your Max Idol Level

**Hit Points** 4 + your Max Idol Level

**Speed** fly (float) 25ft

**Drain.** A creature bound to the Soul takes 1d6 necrotic damage at the start of their turn. A creature bound to the soul cannot attack it. A creature with the Soul bound to it cannot restore hit points through any means. If this damage were to cause a creature to drop to 0 hit points, that creature cannot be revived through any means short of a *Wish* spell as the creature's corpse withers up. The corpse can still be animated through the *Animate Dead* spell.

**Quick Escape.** When a creature the Soul is bound to falls to 0 hit points, the Witch may use their reaction to command the Soul to move a number of feet equal to it's movement speed. This movement does not provoke attacks of opportunity.

### WEAPON SPIRIT

*The Weapon Spirit is a spirit that can take the form of a weapon to be used for attacks.*

*Small Construct, Unaligned*

**Armor Class** 11 + your Max Idol Level

**Hit Points** 15 + your Max Idol Level

**Speed** fly 10ft

**Equip.** A creature bound to the Weapon Spirit can equip it and use it as a weapon. The weapon spirit is considered magical and any creature wielding it may use the Witch's Charisma Modifier for attack and damage rolls instead of their Strength or Dexterity Modifiers. Attacks made with this weapon are considered magical.

**Extra Attack.** If the creature using the weapon spirit as a weapon is 5th level or higher, they may use it to attack twice instead of once when they take the Attack action on their turn.

### Actions

**Requip.** As a bonus action, the Witch or a creature bound to the Weapon Spirit can change the Weapon Spirit's form to any weapon that lacks the two-handed property.





## CRACKLER

The Crackler is a collection of sentient floating stones that can cause small tremors.

Small Elemental, Unaligned

**Armor Class** 12 + your Max Idol Level

**Hit Points** 2 + your Max Idol Level

**Speed** 5ft., fly (float) 30ft

**Minor Geomancy.** A creature bound to the Crackler may cast the *Magic Stone* and *Mold Earth* cantrips using the Witch's Spellcasting Ability.

### Actions

**Tremor.** As an action, the Witch or a creature bound to the Crackler can command the Crackler to create a tremor in the ground in a 10ft radius centered on it. Each creature other than the creature bound to the Crackler must succeed a Dexterity saving throw against the Witch's Spell Save DC or take 1d6 bludgeoning damage. The radius becomes difficult terrain. Creatures bound to the Crackler are not affected by difficult terrain created by it's tremor feature.

## BOGGLE

The Boggle is a small, black, humanoid, fey pest that can produce slippery oil.

Small Fey, Chaotic Neutral

**Armor Class** 10 + your Max Idol Level

**Hit Points** 9 + your Max Idol Level

**Speed** 30ft

**Senses** Darkvision 60ft.

**Slippery.** While the Boggle is bound to a creature, that creature gains advantage on Dexterity (Acrobatics) checks made to escape grapples.

### Actions

**Oil Puddle.** As a bonus action, the Witch or a creature bound to the Boggle can command the Boggle to lob a puddle of non-flammable slippery oil in a space it can see within 30ft. A creature that enters the area or starts it's turn there must succeed a Dexterity saving throw against your Spell Save DC or fall prone. The oil dissipates after a creature fails it's save, after 1 minute, or when you create another puddle of oil.

## BLIGHTBEETLE

A blight beetle is a tiny winged insect with a poisonous horn that can cause creatures it stings to become incredibly sick.

Tiny beast, unaligned

**Armor Class** 9 + your Max Idol Level

**Hit Points** 2 + your Max Idol Level

**Speed** fly 20ft. , climb 20ft.

**Damage Resistances** Poison

**Venom Jaws.** While bound to a creature, that creature has disadvantage on Constitution saving throws.

### Actions

**Poisonous Sting.** As a bonus action, the Witch can command the beetle to attack a creature within 5ft of it, or the creature it is bound to with it's stinger. The Witch rolls a melee spell attack for the beetle. On a hit, the target creature takes 1 piercing damage + 1d8 poison damage and must succeed a Constitution saving throw against the Witch's Spell Save DC or become poisoned until the end of the Witch's next turn.





## SPIRIT PREREQUISITE: 5TH LEVEL

### WITCH'S MOUNT

*The Planter is a humanoid creature made of vines with the ability to constrict and bind enemies.*

*Large (Witch's Choice), (Witch's Alignment)*

**Armor Class** 9 + your Max Idol Level

**Hit Points** 15 + your Max Idol Level

**Speed** 60ft

**Mount.** The Witch's Mount is considered bound to a creature while that creature is mounting it and when the Witch's Mount binds to a creature, rather than floating above the creature's head, the Witch can choose for the Witch's Mount to allow a creature to mount it.

**Preference Rider.** When the Witch's Mount is summoned, the Witch can choose for it's physical appearance and creature type to change.

#### Actions

**Natural Weapons.** As a bonus action, the Witch or the creature bound to the Witch's Mount can command it to attack with any of the natural weapons that Witch gave when summoning it such as it's hooves, fangs, or claws. The Witch rolls a melee spell attack. On a hit, the target creature takes 1d12 bludgeoning, piercing, or slashing damage, appropriate for whatever the Witch's mount used to attack with such as using piercing damage if it attacked with it's fangs.

### GRAVE VISION

*The Grave Vision is an undead spirit that frightens enemies.*

*Medium Undead, Lawful Evil*

**Armor Class** 13 + your Max Idol Level

**Hit Points** 7 + your Max Idol Level

**Speed** Flying 30ft

**Skills** +3 Intimidate

**Invoke Premonition.** While the Grave Vision is bound to a creature, that creature becomes frightened of the Witch.

#### Actions

**Invoke Stress.** As a bonus action, the Witch can command the Grave Vision to stress the mind of the creature it is bound to. The Witch rolls a melee spell attack. On a hit, the bound creature takes 2d6 psychic damage and has disadvantage on their next Wisdom saving throw.

### TRICKSTER SPIRIT

*The Trickster Spirit is a spirit that takes the form of a pixie or fairy and can perform devious tricks.*

*Tiny Fey, Chaotic Neutral*

**Armor Class** 8 + your Max Idol Level

**Hit Points** 8 + your Max Idol Level

**Speed** Flying 30ft

**Skills** +3 Stealth +2 Deception

**Trickster.** While the Trickster Spirit is bound to a creature, that creature can cast the *Disguise Self* spell at will using the Witch's Spellcasting modifier.

#### Actions

**Invisibility.** As an action, the Witch or the creature bound to the Trickster Spirit can command it to cast the *Invisibility* spell on the bound creature. Rather than it's normal duration, the spell lasts until the end of the bound creature's next turn.

### STORMHOPPER

*The Stormhopper is a tiny creature made of lightning resembling a cricket.*

*Tiny Elemental, Unaligned*

**Armor Class** 9 + your Max Idol Level

**Hit Points** 8 + your Max Idol Level

**Speed** 50ft, climb 50ft

**Joltwalk.** A creature bound to the Stormhopper has their movement speed increased by 10ft.

**Weathersense.** A creature bound to the Stormhopper can always predict when it will rain and the severity of the rain including whether or not it will be a light shower or a dangerous thunderstorm. Additionally, they can also discern whether or not the rain was brought upon naturally or through magic.

#### Actions

**Electric Twitch.** As a bonus action, the Witch or the creature the Stormhopper is bound to may command the Stormhopper to fire a bolt of lightning that is 5ft wide and 30ft long. Each creature in the line must succeed a Dexterity saving throw against the Witch's Spell Save DC or take 1d10 lightning damage or half as much on a successful save.



## FROST PARASITE

*The Frost Parasite is a parasite that slowly freezes it's victims to death.*

*Tiny Elemental, Unaligned*

**Armor Class** 14 + your Max Idol Level

**Hit Points** 2 + your Max Idol Level

**Speed** fly 20ft

**Slow Freeze.** The Frost Parasite reduces a creature's movement speed by 5ft for every turn it is bound to it. This movement speed reduction lasts until the parasite unbinds to them. A creature bound to the parasite cannot target it for attacks. A creature must use their action to perform a Constitution saving throw, unbinding from the parasite on a success.

### Actions

**Frost Sting.** As a bonus action, the Witch can command the Frost Parasite to bite the creature it is bound to. That creature must succeed a Constitution saving throw or take 1d6 cold damage and have their movement speed reduced by 5ft. This movement speed reduction lasts until the parasite unbinds to them. This attack stuns a creature until the end of it's next turn if it's movement speed is 0.

## CHERUB

*The Cherub is a small angel with a bow made of gold.*

*Small Celestial, Lawful Good*

**Armor Class** 10 + your Max Idol Level

**Hit Points** 9 + your Max Idol Level

**Speed** 30ft flying

**Skills** +2 Perception +2 Religion

**Harp of Angels.** During a short rest, the Cherub grants the creature it's bound to temporary hit points equal to the Witch's level. These last until the creature takes a long rest. A creature can only benefit from this feature once per long rest.

### Actions

**Golden Arrow.** As a bonus action, the Witch or the creature bound to the Cherub can command it to fire an arrow at a creature within 120 ft of the Cherub. The Witch rolls a ranged spell attack. On a hit, the target creature takes 2d6 radiant damage.

## DEATH SPEAKER

*The Death Speaker is an undead spirit that can speak for the dead.*

*Medium Undead, Lawful Evil*

**Armor Class** 12 + your Max Idol Level

**Hit Points** 12 + your Max Idol Level

**Speed** 30ft

**Skills** +4 History, +2 Religion

**Senses** Darkvision 120ft

**Translate the Dead.** A creature bound to the Death Speaker is constantly affected by the *Speak With Dead* spell.

**Spiritual Senses.** The Witch can use their action to see through the eyes of the creature bound to the Death Speaker or back to their own eyes.

### Actions

**Whisper of Rot.** As a bonus action, the Witch or the creature the Death Speaker is bound to can command it to target a creature within 60ft of it and rot it's flesh away. That creature must succeed a Constitution saving throw against the Witch's Spell Save DC or take 3d6 necrotic damage or half as much on a successful save. When a creature that fails this save drops to 0 hit points, the Witch can capture a piece of their soul, gaining 5 temporary hit points.

## GREAT BEAR

*The Great Bear is a massive creature capable of mauling the Witch's enemies to death.*

*Large Beast, Unaligned*

**Armor Class** 11 + your Max Idol Level

**Hit Points** 15 + your Max Idol Level

**Speed** 30ft

**Skills:** Survival +4

### Actions

**Multiattack.** As an action, the Witch or the creature the Great Bear is bound to can command it to attack with it's bite and claws. The Witch rolls two melee spell attacks. On a hit, the attack deals 2d8 piercing or slashing damage (your choice).

## SPIRIT PREREQUISITE: 13TH LEVEL



## BOMB

*The Bomb is a circular fire elemental with high explosive power.*

*Medium Elemental, Chaotic Neutral*

**Armor Class** 9 + your Max Idol Level

**Hit Points** 10 + your Max Idol Level

**Speed** Fly 30ft

**Damage Immunities:** Fire

**Resist.** A creature bound to the Bomb is resistant to fire damage and is immune to the Bomb's *Self Destruct* feature.

### Actions

**Lob Bomb.** As an action, the Witch or the creature the Bomb is bound to can command it to fire a bomb at a space it can see within 120ft. An explosion occurs in a 30ft radius centered on the chosen space. Each creature in that space must succeed a Dexterity saving throw against the Witch's Spell Save DC or take 3d8 fire damage or half as much on a successful save.

**Self Destruct.** As an action, Witch or the creature the Bomb is bound to can command it to self destruct, reducing it's health to 0 and causing each creature within a 30ft radius of it to roll a Dexterity saving throw against the Witch's Spell Save DC. Taking 10d6 fire damage on a failed save or half as much on a successful save.

## ANGELIC

*The Angelic is a holy figure that constantly heals and protects the creature it is bound to.*

*Medium Celestial, Lawful Good*

**Armor Class** 8 + your Max Idol Level

**Hit Points** 8 + your Max Idol Level

**Speed** Fly 60ft

**Skills.** Religion +5

**Holy Scab.** When the creature the Angelic is bound to is damaged by an attack, the bound creature may use their reaction to gain 8 temporary hit points.

**Spiritual Protection.** The creature the Angelic is bound to is affected by the *Protection From Evil and Good* and the *Detect Evil and Good* spells.

**Burn Unholy.** Any undead creature that deals damage to the Angelic using a melee attack takes 2d6 radiant damage.

## SPIRIT PREREQUISITE: 17TH LEVEL

## TERRA

*The Terra is an earth elemental with the ability to create massive pillars of rock.*

*Medium Elemental, Unaligned*

**Armor Class** 13 + your Max Idol Level

**Hit Points** 16 + your Max Idol Level

**Speed** 30ft

**Damage Resistances** Bludgeoning, Piercing, and Slashing from non-magical weapons.

**Rock Warp.** A creature bound to the Terra can cast the *Meld Into Stone* spell at will. If a creature bound to the Terra is casting this spell, the creature can warp from the stone they are melded into to another stone within a number of feet equal to half their movement. When doing this, all of their movement is expended. A creature can still use the abilities of the Terra while melded into stone.

### Actions

**Stalagmite.** As an action, the Witch or the creature bound to the Terra can command it to grow a stalagmite and stab a creature within 5ft of it. The Witch rolls a melee spell attack. On a hit, the creature takes 3d6 piercing damage.

**Create Pillar.** As a bonus action, the Witch or the creature bound to the Terra can command it to just a pillar out of a surface within 15ft of it. This pillar is 30ft tall with a 5ft diameter. The Terra can create up to 5 pillars per short or long rest. If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 4d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the Witch's Idol Save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.



## SPIRIT SHROUD

*The Spirit Shroud is a ghost like undead that can make it's master invisible.*

*Medium Undead, Unaligned*

**Armor Class** 8 + your Max Idol Level

**Hit Points** 8 + your Max Idol Level

**Speed** 30ft, Fly 40ft

**Ethereal.** The Spirit Shroud is entirely invisible and can only be seen by creatures with blindsight, truesight, or that can see into the Ethereal Plane. The Witch and the creature the Spirit Shroud is bound to can still see it.

### Actions

**Shroud.** As a bonus action, the creature bound to the Spirit Shroud can command it to make turn the bound creature invisible until the start of the bound creature's next turn. Creatures with blindsight, truesight, or that can see into the Ethereal Plane can still see the bound creature.

## GREAT JUDGE

*The Great Judge is a celestial creature that fights using the weight of a creature's sins.*

*Medium Celestial, Lawful Good*

**Armor Class** 11 + your Max Idol Level

**Hit Points** 16 + your Max Idol Level

**Speed** 30ft

**Transport to Courtroom.** A creature bound to the Great Judge is transported with it to a pocket dimension known as the Courtroom. A creature remains in the Courtroom until it becomes unbound to the Great Judge or it dies, at which point, the creature returns the same space it was in before the Great Judge transported them to the Courtroom. If that space is currently occupied, the creature is instead transported to the closest unoccupied random space.

### Actions

**Gavel of Judgement.** As a bonus action, the Witch commands the Great Judge to attack a creature within 5ft of it. The Witch rolls a melee spell attack. On a hit, a creature takes 2d6 bludgeoning damage. If the creature's alignment is evil or the creature is currently in the Courtroom, that creature takes an additional 2d6 radiant damage.

## HAGFEATHER

*The Hagfeather is an ugly raven like spirit with a humanoid face, known for bringing prey high in the air and dropping them to their doom.*

*Medium Fey, Lawful Evil*

**Armor Class** 9 + your Max Idol Level

**Hit Points** 11 + your Max Idol Level

**Speed** 30ft, Fly 60ft

**Carry Binder.** A creature bound to the Hagfeather is considered grappled by it. When the Witch uses their bonus action to command the Hagfeather to move, the creature bound to the Hagfeather moves as if it is being grappled by it as well unless the Witch chooses for the Hagfeather to unbind from the creature.

### Actions

**Special Unbind.** As an action, the Witch can command the Hagfeather to unbind from a creature rather than using their bonus action to forcefully unbind the Hagfeather. Doing so causes any creature the Hagfeather is carrying to no longer be grappled and thus, fall if the Hagfeather is carrying them while flying.

**Talons.** As an action, the Witch can command the Hagfeather to attack a creature within 5ft of it using it's sharp talons. The Witch rolls a melee spell attack. On a hit, a creature takes 3d8 piercing damage.

## EFFIGIES

At 11th level, and again at 15th and 18th levels, you may select from the following list of effigies.

### IDOL'S MAGIC POWDER

You gain a magical powder that, when sprinkled on an idol, can reawaken it's power. As a bonus action, you may target one of your idols that has used it's active, allowing you to use it's active abilities again

You only have enough powder to use this effigy a single time and must spend a long rest creating more.

### ELEMENTAL TUNING ORB

**Prerequisite:** *Coven of the Elements*

You gain an orb that can attune to the elements of the world. When you take a short or long rest, you may prepare one of the following spells, *Investiture of Flame*, *Investiture of Stone*, *Investiture of Ice*, *Investiture of Wind*.

Once per short or long rest, you may cast your prepared spell.



## WITCH'S OVEN

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### *Prerequisite: Coven of the Kitchen*

The witch's oven is a magical, summonable oven that can cook creature's alive. As a bonus action, you may cause the oven to appear in an unoccupied space within 60ft. The oven is considered a large object with 20 hit points and an AC of 16. As an action, you may target a large or smaller creature within 5ft of the oven to attempt to swallow them into the oven. That creature must succeed a Strength saving throw against your Spell Save DC or be swallowed by the oven, being forced inside the oven's space. While inside the oven, the creature is restrained, blinded, deafened, and takes 2d6 fire damage at the start of each of their turns. The creature may reattempt this saving throw at the end of their turn. When a creature inside the oven succeeds this saving throw, they exit the oven in an unoccupied space within 5ft of the oven. If a living creature dies while inside the oven, that creature becomes enough edible food to feed up to two creatures. This creature cannot be an undead or a construct.

If the oven is destroyed, the witch cannot summon another one until they finish a long rest.

## BABA YAGA

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The Baba Yaga is a hut with bird-like legs which you summon by performing a ritual over the course of a long rest. The Baba Yaga is considered a large land vehicle animated through the effects of the *Animate Objects* spell. Additionally, the entrances to the Baba Yaga such as windows and doors have the *Arcane Lock* spell cast on them.

The Baba Yaga comes equipped with standard household furnishings such as a fireplace, tables, chairs, rugs, and storage closets. The Baba Yaga can hold up to 10 creatures inside comfortably and can travel at a fast pace with no penalty to a creature's passive perception. The Baba Yaga does not participate in combat unless it was specifically attacked and it's life were in enough danger that it needed to defend itself.

If the Baba Yaga's hit points become 0, it vanishes, and all objects and creatures inside that were not inside when it was created fall to the ground.

## AWAKENED FAMILIAR

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### *Prerequisite: Coven of the Green*

You learn the *Find Familiar* spell and can cast it without expending material components once per long rest. When you cast it, you may choose to summon a beast of CR 1/4 or below. That beast is affected by the *Awaken* spell as if the spell were cast by you. You may use your action to have the familiar take the attack action on it's turn.

## WITCH'S HAND MAKEUP

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You gain magical makeup that allows you to become far more beautiful and captivating or take on a horrific and intimidating look. Your Charisma score increases by 2 to a maximum of 22.

## WITCH'S BROOM

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You gain a magical flying broom or other flying object such as a carpet. While holding this broom, you gain a flying speed equal to your movement speed.

## SPIRITUAL REVIVE

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### *Prerequisite: Coven of the Hedge*

Once per short or long rest, as an action, you summon a spirit that has previously dropped to 0 hit points.

## MINOR PACT

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### *Prerequisite: Coven of Dealings*

You gain one Eldritch Invocation from the Warlock class list that you meet the prerequisites for. When you level up, you may choose to replace this Eldritch Invocation. You may take this effigy multiple times to gain another Eldritch Invocation.

## COVENS

You may select from the following covens.

### COVEN OF THE KITCHEN

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Sometimes known as hearth or home witches, the Coven of the Kitchen produces magic that's made to improve the lives of others, as well as create potions and food. Of course, this magic could also be used the opposite way morally, as these witches could also become hermits that use their magic to seclude themselves for the purposes of studying their dark arts in solitude.

#### PORTABLE KITCHEN

Starting at 3rd level, you gain proficiency in Cook's Utensils and gain access to a magical, summonable kitchen. This kitchen is treated as the Cook's Utensils tool and the Alchemist's Supplies tool and can be used when making checks with either of those tools. You may perform an hour long ritual to create a potion or cook food. You may do each of these once per long rest.

#### COOKING

You may magically create enough food and beverages to sustain a number of creatures equal to 2 + your Witch level. This food spoils after 8 hours if not consumed.

#### POTION MAKING

You may create any potion of a rarity of uncommon or lower. You may create more potions as you level, 2 potions at 6th level and 3 at 14th level.

These potions lose their potency and evaporate if not drank over the course of 8 hours.

#### WITCH'S HEARTH

Starting at 6th level, when you take a short rest or long, you may cause the area to become more safe and homey. You create a 20ft by 20ft square. This square increases in size by 5ft for each Max Idol Level beyond 3rd.

This square's temperature is controlled to be a comfortable temperature, a hostile or unknown creature that enters the square triggers the *Alarm* spell, creatures inside the square gain a +2 bonus to their Passive Perception, and non-magical light cannot exit the square.

#### BLESSING OF THE HEARTH

Starting at 10th level, you may cast the *Guards and Wards* spell without expending a spell slot once per long rest. When you do, the time it takes for the spell to become permanent is halved.



## INVIGORATING POTION

Starting at 14th level, your potions begin to invigorate those who drink them and can cause them to become temporarily more powerful.

Once per turn, when a creature drinks a potion created from your *Portable Kitchen*, that creature gains a +2 to their AC until the end of their next turn and they gain advantage on their next attack roll, ability check, or saving throw.

## SPECIAL IDOL: KITCHEN IDOL

When you select a new idol, this idol option is available to you as a member of the Coven of the Kitchen. This idol gives the witch the ability to command food as well and create homey structures.

### KITCHEN IDOL SPELLS

Level	Spells
Cantrip	Prestidigitation
1st	Purify Food and Drink, Grease
2nd	Locate Object
3rd	Create Food and Water
4th	Leomund's Secret Chest
5th	Animate Objects

### PASSIVE

You are constantly under the effect of the *Detect Poison and Disease* spell and can cast the *Purify Food and Drink* spell as a ritual without expending a spell slot.

### ACTIVE

As an action, you may cast the *Polymorph* spell. When you cast the spell, you may transform the target creature into a tiny piece of food such as a piece of candy or a cake with 1 HP for a number of turns equal to your Max Idol Level. While transformed this way, the creature is blinded, deafened, stunned, and cannot speak. The creature reverts back to its original form once the spell ends.

## COVEN OF THE ELEMENTS

Witches of the Coven of the Elements focus their dark magics on manipulating the elements around them and using them for their deeds, usually having several alters dedicated to specific elements.

### ELEMENTAL ATTUNEMENT

Starting at 3rd level, when you finish a short or long rest, you may choose to attune to one of the following elements, earth, fire, water, or air. Your choice grants you one of the following features

**Fire:** You may choose for spells you cast and your spirit's attacks to deal fire damage and whenever you deal fire damage with a spell of 1st level or higher or an Idol, you add an amount of damage do it equal to your Max Idol Level.

**Water:** You may choose for spells you cast and your spirit's attacks to deal cold damage and you or a spirit you have summoned (your choice) become affected by the *Armor of Agathys* spell. The spell's level is equal to your Max Idol Level and the duration lasts until your next short or long rest.

**Earth:** You may choose for spells you cast and your spirit's attacks to deal bludgeoning damage and when one of your spells or a spirit deals bludgeoning damage, you may choose for a target creature affected by the spell to attempt a Strength saving throw against your Spell Save DC or be knocked prone. You may do this a number of times equal to your Max Idol Level per long rest.

**Air:** You may choose for spells you cast and your spirit's attacks to deal thunder damage and when you cast a spell of 1st level or higher or your spirit successfully hits a creature, you may use your reaction to move or cause your spirit to up to 15ft. This movement increases by 5 for every Max Idol Level beyond the 2nd, is considered flying speed, and does not provoke attacks of opportunity.

### SENSE ELEMENTS

Starting at 6th level, you can always sense whenever there is an elemental within 120ft of you and you can accurately discern what elemental it is.

Additionally, while you are attuned to an element, you can always detect specific instances of that element and whether or not the instance you are detecting is magical such as ores in stone if you are attuned to earth or a torch if you are attuned to fire.

### ELEMENTAL PROTECTION

Starting at 10th level, you may cast the *Absorb Elements* spell as a 2nd level spell at will without expending a spell slot.

### ELEMENTAL STRIKE

Starting at 14th level, as an action, you may cast one of the following spells without expending a spell slot once per long rest according to which element you are attuned to. *Fire Storm* (Fire), *Whirlwind* (Air), *Erupting Earth* at 7th level (Earth), or *Tidal Wave* at 7th level (Water).





## SPECIAL IDOL: ELEMENTAL IDOL

When you select a new idol, this idol option is available to you as a member of the Coven of the Elements. This idol gives the witch the ability to command several elemental magics at once.

### KITCHEN IDOL SPELLS

Level	Spells
Cantrip	Thaumaturgy
1st	Chromatic Orb
2nd	Dragon's Breath
3rd	Glyph of Warding
4th	Elemental Bane
5th	Flame Strike

### PASSIVE

You and an allied creature bound to a summoned spirit have resistance to the damage type associated with the element you are attuned to.

### ACTIVE

When you cast a spell that deals damage associated with the element you are attuned to, you may cause creatures affected by the spell to lose resistances or immunities to the damage type for 1 minute.

## COVEN OF THE HEDGE

Witches of the Coven of the Hedge focus their magics on improving their relationships with their spirits and the astral forces.

### SPIRIT GUARD

Starting at 3rd level, your spirits can no longer be surprised and they have advantage on Wisdom (Perception) checks made to look for potential dangers while you are taking a short or long rest.

Additionally, when a creature bound to a spirit were to be targeted for an attack roll, you may use your reaction to switch the attack to the spirit. You can do this after the attack is rolled but before the outcome is determined.

### QUICK SWAP

Starting at 6th level, when you use your bonus action to summon a new spirit, you may have the newly summoned spirit use its movement or perform any actions that require a bonus action it may have as part of the same bonus action.

### SPIRIT MESSENGER

Starting at 10th level, by performing a 10 minute ritual, you may have one of your spirits deliver a message as if you were casting the *Animal Messenger* spell. The spirit travels twice as fast as normal, the message word limit is tripled, the spell's duration is treated as if you cast it at 5th level, the creature receiving the message can respond in a number of words equal to the newly tripled word limit, and if the creature you are sending the message to is a creature you have physically met and interacted with over the course of a week, the spirit simply teleports to the creature to deliver the message rather than traveling.

Once the spirit's task is complete, it can teleport back to you.

### ADDITIONAL SPIRIT

Starting at 14th level, you may add an additional spirit from the spirit list.

## SPECIAL IDOL: ASTRAL IDOL

When you select a new idol, this idol option is available to you as a member of the Coven of the Hedge. This idol gives the witch astral and spiritual abilities. This idol can take on the looks of a floating star or a deck of tarot cards.

### ASTRAL IDOL SPELLS

Level	Spells
Cantrip	Guidance
1st	Detect Evil and Good
2nd	Zone of Truth
3rd	Blink
4th	Banishment
5th	Commune

### PASSIVE

Creatures have disadvantage on attack rolls against bound spirits.

### ACTIVE

When a spirit binds to a hostile creature or uses an ability that forces a hostile creature to roll a saving throw, you may use your reaction to force one affected creature to have disadvantage on the saving throw.

## COVEN OF THE GREEN

Witches of the Coven of the Green focus their magics on affecting the nature around them and are usually mistaken for druids or hermits despite witches following the darker natural arts. Witches of the Coven of the Green can speak with animals, control plants, and summon both to their side at a moment's notice. They are often shown to isolate themselves in the woods, cursing or attacking any would-be travelers or adventurers that come within their woods.

### IN TOUCH WITH NATURE

Starting at 3rd level, you become one with the darker parts of nature. You learn the Druidic language. Additionally, you can communicate with beasts through gestures and ideas. The beasts will understand you and a beast can communicate back through simple gestures that you can understand as well.

Lastly, when you summon a spirit, it takes on a beastly or plant-like form. You can choose for a spirit you summon to have the Beast or Plant creature type instead of its current type.



## LASHING IDOL

Starting at 3rd level, when you cast a spell of 1st level or higher from an idol, you may cause a vine to appear from the idol, roll a melee spell attack against a creature within 10ft of you. On a hit, the creature takes 1d6 slashing damage and must succeed a Strength saving throw against your Spell Save DC or fall prone or be pulled 5ft closer to you (your choice).

## CALL OF THE WILD

Starting at 6th level, you learn the *Conjure Animals* spell and can cast it at a level equal to your Max Idol Level. When you cast the spell using this feature, you may choose to summon creatures of the Plant creature type as well rather than just the Beast creature type.

When you reach 9th level, you can use this feature to cast the *Conjure Elemental* spell instead. When casting the spell this way, rather than summoning an elemental, you summon a Beast or Plant creature, using a pelt or bundle of animal bones when summoning a Beast or a bundle of herbs or a tree branch when summoning a plant.

Lastly, when you reach 20th level, you may use your *Unbreakable Idol* feature to cast either of these spells at 9th level.

After casting a spell gained through this feature, you must finish a long rest before casting one of the spells gained through this feature again.

## WILD SPIRIT

Starting at 14th level, when your hit points fall to 0 and you are not killed or you become incapacitated, you may summon a spirit you know or that you currently have summoned to a space within 5ft of you to protect you. The spirit has advantage on all attacks it makes and you may command it even while you are unconscious or incapacitated, having it act on your turn using your bonus action as normal.

If that spirit falls to 0 hit points, you gain 1 hit point and creatures have disadvantage on attacks made against you until the end of your next turn. You must finish a long rest before using this feature again.

## SPECIAL IDOL: GREEN IDOL

*When you select a new idol, this idol option is available to you as a member of the Coven of the Green. This idol gives the witch power natural control over animals and plants and can take the form of an animal's pelt or a bundle of sticks.*

### GREEN IDOL SPELLS

Level	Spells
Cantrip	Druidcraft
1st	Animal Friendship
2nd	Barkskin
3rd	Speak With Plants
4th	Dominate Beast
5th	Commune With Nature

## PASSIVE

Beast and plant type creatures have disadvantage on attack rolls against you.

## ACTIVE

As an action, you may choose to transform your currently summoned spirit into a beast or plant of CR 1/4 or higher. The transformation lasts until you finish a short or long rest. The transformed spirit retains it's current hit points but regains hit points an amount equal to 5 + your Max Idol Level when it is transformed if it's current hit points are lower than the new form's maximum hit points.

The new form uses your proficiency bonus rather than it's own and adds your proficiency bonus to it's AC and damage rolls. Lastly, the spirit retains any features it has as a spirit in it's new form. You use a bonus action on each of your turns to command the new form to move and use the Attack, Dash, Dodge, or Help actions or any actions it is has a spirit.

When the transformed spirit drops to 0 hit points, it retreats back the realm it was summoned from as normal and cannot be resummoned until you finish a long rest.

A spirit cannot be transformed by this idol more than once per long rest.





## COVEN OF DEALINGS

Witches of the Coven of Dealings are the infamous dark witches that scribe pacts and deals with gullible travelers. They gain power from making deals with individuals and as such, are quite powerful when it comes to persuading people and leading them to take deals that are bound to end miserably.

### FINE PRINT

Starting at 3rd level, you may cast the *Illusory Script* spell at will and without using any verbal, somatic, or material components.

### IMBUE SCROLL

Starting at 3rd level, you may perform a 10 minute ritual to imbue one of your idols in a scroll. When you do this, you may no longer benefit from the idol's passive or use the idol's active. As a bonus action, a creature holding the scroll may summon the idol's power, allowing them to gain it's passive effect until they finish a long rest.

Lastly, as an action, a creature imbued with this power may cast one of the idols spells as an action a level equal to your Max Idol Level, or use the idol's active ability. A creature may only use either of these abilities once per long rest.

### CREATE CONTRACT

Starting at 6th level, you may make a dark magical deal with a willing creature. You and this creature must spend at least 10 minutes together, creating a magical contract, a physical piece of paper imbued with ritualistic symbols and the binding rights of your contract. When creating this contract, you may secretly imbue it with an *Illusory Script* spell to hide parts of the contract from the creature you are making the deal with. When creating the contract, you and the creature must agree to what you are giving and what you are taking though you may choose to be intentionally vague or lie about terms in the contract. You may choose to take one of the following things from the creature you are making a deal with

- You may steal the creature's eyesight, causing them to become blinded. You gain 60ft of darkvision or 120ft of darkvision if you already had it.
- You may steal the creature's looks of beauty, causing them to have disadvantage on all Charisma (Persuasion) checks and become horrifically ugly as you become beautiful. You gain a bonus to your Charisma checks equal to your Max Idol Level.
- You may steal the creature's physical health, reducing their movement speed to 10 and giving them disadvantage on Constitution saving throws. Your movement speed increases by 10ft and you have resistance to poison damage.
- You may steal the creature's mental health, causing them to forget one random language (except common) and add no bonuses to Wisdom or Intelligence saves or checks, you learn an additional language of your choice and gain a +1 bonus to Wisdom and Intelligence skill checks.
- At your DMs discretion, you may choose to create an unlisted option that involves stealing something from the creature.

These effects last so long as the contract remains in tact.

After making this contract, at your DMs discretion, your contract gives the creature what it agreed upon. The DM may choose for the effects of this contract to not occur immediately for the purposes of storytelling and may choose to lessen the benefits of your contract to the target creature for the same reason. A creature can end your contract through the use of a *Remove Curse* spell. You may end your contract at any time.

You may only have one contract at a time. When you reach 11th level, you may have an additional contract, and again at 17th level.

### SOUL STEAL

Starting at 14th level, as an action, you may attempt to steal the soul of a creature within 5ft of you. That creature must succeed a Constitution saving throw or take 10d6 necrotic damage or half as much on a successful save. On a failed save, the creature is marked for their soul to be stolen. When that creature dies, you steal their soul, giving you there memories and giving you an additional spell slot. Additionally, when a creature you have made a contract with dies, you may choose to steal their soul.

After using this feature, you must finish a long rest before using it again.

## SPECIAL IDOL: SCRIBING IDOL

*When you select at new idol, this idol option is available to you as a member of the Coven of Dealings. This idol gives the witch the power of writing and lore and can take the form of a pen or scroll.*

### SCRIBING IDOL SPELLS

Level	Spells
Cantrip	Word of Radiance
1st	Comprehend Languages
2nd	Magic Mouth, Skywrite
3rd	Bestow Curse, Remove Curse
4th	Shadow of Moil
5th	Legend Lore

### PASSIVE

You add a bonus to skill checks made to find lore on creatures, items, or events equal to your Max Idol Level.

### ACTIVE

As an action, you may select a target creature within 60ft of you and create a scroll of lore on it. The scroll of lore contains information on the creature's statistics and any information provided at your DMs discretion. While you have the scroll of lore on a creature, you have advantage on skill checks made to find additional information on the creature such as weaknesses or potential habits, as well as Charisma checks made against that creature as the information you've learned allows you to learn how to persuade it.

You may only have a number of scrolls of lore equal to your Max Idol Level. When you create one, you may choose to magically destroy another in order to maintain your limit of scrolls of lore.



# SPIRITUAL ARCANUM SPELLS

## 6TH LEVEL

- Bones of the Earth
- Chain Lightning
- Circle of death
- Conjure Fey
- Eyebite
- Harm
- Heal
- Heroes' Feast
- Mass suggestion
- Mental Prison
- Otto's Irresistible Dance
- Programmed Illusion
- Soul Cage
- Transport Via Plants
- True Seeing

## 7TH LEVEL

- Crown of Stars
- Etherealness
- Finger of Death
- Fire Storm
- Forcecage
- Mirage Arcane
- Mordenkainen's Magnificent Mansion
- Plane Shift
- Power Word Pain
- Project Image
- Sequester
- Simulacrum
- Symbol
- Temple of the Gods

## 8TH LEVEL

- Abi-Dalzim's Horrid Wilting
- Animal Shapes
- Antipathy/Sympathy
- Control Weather
- Dominate Monster
- Feeblemind
- Glibness
- Illusory Dragon
- Incendiary Cloud
- Maddening Darkness
- Maze
- Mind Blank
- Power Word Stun
- Telepathy
- Trap the Soul

## 9TH LEVEL

- Astral Projection
- Foresight
- Imprisonment
- Invulnerability
- Mass Heal
- Mass Polymorph
- Power Word Heal
- Power Word Kill
- Psychic Scream

- Shapechange
- Storm of Vengeance
- True Polymorph
- Weird
- Wish

## CREDITS AND LINKS

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